



RULES FOR TOURNAMENTS

FROM 1ST JAN 2019

VERSION
1.4

Games Workshop's Blood Bowl, 2016 edition (**BB2016**) is being released in stages. It is expected that, with the addition of brand new Star Players and positionals, tournaments and coaches will want to be able to use the new characters and miniatures released. However, it is also expected that individuals will want to continue to use Slann and various elements from the CRP that have not yet been published in BB2016 (and in some cases, may not be published).

Therefore, the NAF intends to annually review the rules, so that TOs and coaches can have an easy reference point for the standard rules at a NAF tournament in a given year. TOs are still welcome to select any rules they want for their events although they may not get NAF-sanctioning (for more details on NAF-sanctioning, refer to the NAF tournament sanctioning procedure). This document details the rules that will be in use at NAF tournaments in 2019.

AT PRESENT, THE DOCUMENTS THAT MAKE UP BB2016 ARE:

- The rules in the box (**Box**) (**the Official Rules**)
- The inaugural Blood Bowl Almanac which encompasses Deathzone Seasons 1 & 2 (**DZ1**)/(**DZ2**), Teams of Legend (**ToL**), the Errata (**ERR**) & the FAQ (**FAQ**)
- The Chaos Chosen, Dark Elf and Nurgle Spike! Journals

Our events previously used the prior edition of the official GW rules – the Competition Rules Pack (**CRP**). The changes in BB 2016 that the NAF are adopting are such:

1. The new Star Players, from Death Zone Season 1 (**DZ1**), Death Zone Season 2 (**DZ2**) (also found in the Blood Bowl Almanac) and the three Spike! Journals. In addition, Helmut Wulf can now play for Chaos Renegades, Withergrasp Doubledrool, Scyla Anfingrimm, Max Spleenripper and Lord Borak the Despoiler can play for Daemons of Khorne, Karla von Kill can play for Bretonnians and Gobbler Grimlich can play for Slann.
- Note – Golden Era Star Players such as Jeremiah Kool from the Dark Elf Spike! Journal are optional, and can be included at the discretion of the TO
2. Human catchers are 60k (**Box**).
3. A Head Coach can 'Argue the Call' on a sending off (**DZ1**).
4. Halfling Treemen gain the 'Timmmber' skill (**DZ1**). However, Deeproot does not have 'Timmmber' at this stage
5. There are a number of team name changes, including Underworld becoming 'Underworld Denizens' and Chaos Pact becoming 'Chaos Renegades', and these teams are now GW-official. This is not a change for NAF events, but is still an addition to the CRP as these teams were not in that document. (**ToL**).

6. The small changes to the Chaos Pact and Goblin rosters – a new Orc linemen for Pact and two new positionals for the Goblins. (**DZ2**) These roster changes are mandatory for NAF tournaments. Please review the [NAF Team List](#) for all name changes, available inducements and new positionals.

7. All inducements are optional, and this applies to the new rules. If they are being included this should be clearly noted in the rules pack. (**DZ2**, **Spike! Journals**) Please note the 80k (In)famous coaching staff Wizard may be undercosted, though this is yet to be fully playtested in a tournament setting. Please review the for all name changes, available inducements and new positionals.

(If the tournament rules pack has already been advertised prior to this 2019 document, you should consider whether participants have enough time to adjust, if you decide to include the new inducements.)

Games Workshop have released stand-alone miniatures that are not part of the sequence of rules books. Where these star players are allowed in a tournament, this should be clearly stated in the rules pack, with their rules and cost. They will be treated as any other custom stars in determining NAF sanctioning for a particular tournament.

WHERE YOU ARE REFERENCING BB2016 AND NOT THE CRP, YOU SHOULD BE AWARE:

1. Slann, Daemons of Khorne and Bretonnians do not appear in BB2016. The NAF recommends you include these three races at tournaments, but this is not mandatory. Please see the [NAF Team List](#) for Slann, Daemons of Khorne and Bretonnians rosters.
2. Where Star Players are allowed, these should include those from the CRP, as well as those officially in BB2016. Please see the [NAF Team List](#) for details of CRP stars.
3. Special Play cards are not mandatory. Where special play cards are allowed (and the vast majority of tournaments don't allow them), TOs have discretion as to whether they use the CRP Special Play cards, BB2016 Special Play cards or neither. Costs of the BB2016 decks are found on Bloodbowl.com.
4. The 150k CRP Wizard continues to be optional and TOs may choose between the CRP Wizard and BB2016 versions, found in the Spike! Journals.
5. Tournament Organizers may choose between the CRP and BB2016 (**DZ1**) versions of the Piling On skill. The BB2016 version of the skill is optional, so TOs may choose not to include it at all. If a rulespack does not include a reference to what version of Piling On is in use at a tournament, the CRP version of the skill is treated as the default.

ADDITIONAL INDUCEMENT - CRP WIZARD

0-1 CRP WIZARD: A team may hire a Wizard to help your team during the match for 150,000 gold pieces.

Once per game, the Wizard is allowed to cast either a Fireball spell or a Lightning Bolt spell. Wizards may only cast spells at the start of the turn for the team that induced him before any player performs an Action or immediately after the turn of the team that induced him has ended even if it ended with a turnover.

LIGHTNING BOLT:

Pick a standing player anywhere on the pitch, and roll one dice. If the score is a 2 or higher, then he has been hit by the lightning bolt. If the roll is a 1 then he manages to dodge out of the way. A player hit by a lightning bolt is Knocked Down and must make an Armour roll (and possible Injury as well) as if hit by a player with the Mighty Blow skill.

FIREBALL:

Choose a target square anywhere on the pitch. Roll one dice to hit each standing player (from either team) that is either in the target square or a square adjacent to it. If the 'to hit' roll is a 4 or more then the target is Knocked Down. If it is a 3 or less he manages to dodge the fireball's blast. Make an Armour roll (and possible Injury as well) for any player that is Knocked Down as if they had been Knocked Down by a player with the Mighty Blow skill.

If a player on the moving team is Knocked Down by a fireball, then the moving team does not suffer a turnover unless the player was carrying the ball at the time.

ADDITIONAL SKILL

STAKES

This player may add 1 to the Armour roll when they make a Stab attack against any player playing for a Khemri, Necromantic, Undead or Vampire team.

